



FINAL FANTASY IX THE BLACK MAGES' LEGACY

SQUARE ENIX

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FINAL FANTASY IX: BLACK MAGES' LEGACY

MEL, KOLN, LUCIOLA, THEA, FALA AND DOC ARE THE LAST BLACK MAGES OF THE FOUR CONTINENTS.

They are the children of the great hero VIVI, who once defeated the forces of evil alongside ZIDANE and Queen GARNET.

Today, the siblings live happily in the city of ALEXANDRIA, watched over by its friendly and sometimes curious inhabitants.

But, unfortunately, their peaceful existence will come to an abrupt end, when KOLN finds MEL frozen like a statue inside the inn where he works.

Who on earth would want to hurt Mel? Everybody loved him...

Could it be their father's tragic legacy resurfacing?

Who cares?! We have to save MEL!

Our heroes must leave immediately in search of a cure for their brother. Which means they'll have to quit the cozy cocoon of Alexandria for the first time in their lives and discover the vast world around them.



I-PREAMBLE: THE UNIVERSE OF FINAL FANTASY 9

In Final Fantasy 9, heroic fantasy blends with science-fiction in a seamlessly organic way, creating an original and unique universe.

On Gaia – the land of Final Fantasy 9 – fantastical creatures rub shoulders with incredible flying airships, which happily co-exist with the advanced technology of scholars in the city of LINDBLUM.

The same goes for the extremely diverse population of Gaia! As you stroll through the bustling alleys of Alexandria, don't be surprised to meet a half-man half-buffalo trader, or an owl-headed musician. You may also come across noble rat warriors from the kingdom of BURMECIA; gourmet mages called QU, with their tongues permanently hanging out; and MOOGLES, responsible for delivering mail around the kingdom.

All these beings, despite their differences, live in the greatest harmony. But, sadly, this wasn't always the case...

A few years back, a mysterious being named KUJA came to disturb the peace and sow chaos and misery across the kingdoms with his army of particularly formidable magic androids: THE BLACK MAGES. It was Kuja himself who created the Black Mages by combining powerful black magic with highly advanced science from another world. With no mind of their own and commanded by an evil being, the Black Mages used their powers for evil and wreaked destruction across the realms.

Luckily, a handful of heroes, including a Black Mage unlike any other named VIVI, managed to foil Kuja's plans and save Gaia.

The kingdoms of Alexandria and Lindblum are healing their wounds, while others, like Burmecia, are literally rebuilding themselves.

Harmony has returned to Gaia, but for how long?



II - LET'S TALK ABOUT VIVI'S CHILDREN

The story we're about to tell takes place 10 years after Kuja's defeat and focuses on the children of VIVI, the big-hearted Black Mage who saved the realms from destruction.

THE CHILDREN OF VIVI are six in number and they are the last Black Mages existing on Gaia. Like their father, MEL, LUCIOLA, THEA, DOC, PHARA and KOLN are endowed with gentle hearts and great kindness. They are intrinsically good and kind.

Regarded with admiration and curiosity by many, the brothers and sisters live a simple, peaceful existence. Thanks to their friendly natures and their magic skills, they quickly became beloved fixtures in the EDGECRY COAST docking district, where they live.

VIVI's children live near THE MAGIC HAT, an inn owned by their friend MASTER PAMPANIR. The inn is very popular – thanks, in part, to the siblings' high spirits and incredible magical gifts: MEL offers delicious dishes prepared with his magic, LUCIOLA is an occultist, good at telling fortunes, DOC provides healing potions, THEA offers evening entertainment for the neighborhood, thanks to her incredible improvisations and pyrotechnic spells. As for FALA, he's always willing to share his gifts for DIY, mending anything from airships to toasters.

KOLN, stands apart — he hasn't found his gift yet. Each of his brothers and sisters seems to have inherited a talent or power from their father... while, for now, Koln is still unable to cast a spell. But he makes up for it with his boundless energy and optimism.

The MAGIC HAT quickly becomes the beating heart of the neighborhood, drawing everyone from airship mechanics to scholars and traders. People flock here to taste Mel's magical cooking, attend Thea's shows and consult with Doc or Luciola.

One thing is certain, in the docking district, everyone loves Vivi's children. And the lives of our six Black Mages could have continued peacefully... if fate hadn't stepped in.

THE LAST BLACK MAGES

Vivi's children are the last Black Mages on Gaia. They were created from the life energy of the great hero VIVI.

Vivi's children have the same kindness as their father and each inherited some of his talents and powers. They all have strong personalities and love each other deeply.

Thanks to their benefactor, Queen Garnet of Alexandria, a great friend of their father's, Vivi's children grew up in a protected bubble, far from the dangers and worries of the outside world. Because, although they are the children of a great hero, the siblings are also Black Mages: the last representatives of a species that committed horrible misdeeds in the neighboring kingdoms 10 years ago.

Raised in a cocoonlike neighborhood where everyone adores them, they have no idea that in some not-so-distant realms, Black Mages are hated for what they did in the past.

III - THE BEGINNING OF OUR STORY

LUCIOLA'S NIGHTMARE

Our story begins with a nightmarish scene. Luciola is on a battlefield, watching as her brothers and sisters are swept away, one by one, by giant dark figures: gigantic, distorted versions of Black Mages. Unable to do anything, Luciola watches helplessly as her brothers and sisters die... Then she wakes with a start. Disturbed, frightened and angry, she looks around: her siblings are all peacefully asleep in the cozy bedroom they share.

«No! That is not gonna happen!»

In the dawn light, Luciola quickly gets dressed and leaves the room. Only KOLN is awake. He sees his sister leave. He decides to secretly follow her.

Luciola crosses the city and arrives in the shady slums of Alexandria, followed by Koln, who's trying to be as discreet as possible. A few minutes later, Luciola enters a mysterious shop. Koln climbs onto a pile of trash to peer through a dirty window and see inside. The shop seems to sell weird and dark magical items.

Luciola hands a large purse to an old salesman. She begs him to sell her an artifact to protect her family. The merchant seems annoyed: it's clearly not the first time she's asked for this. He's already told her several times: this artifact isn't a toy! It's powerful and could be dangerous. But this time, Luciola insists! Sensing her distress, the merchant finally relents and hands her a TALISMAN, warning her it should only be used in dire necessity because its effects can be unpredictable. Luciola nods and walks out of the store without noticing Koln. The little Black Mage wonders what Luciola has bought.

Luciola returns to the MAGIC HAT, discreetly followed by Koln.





INORI, THE PUPPETEER

Around the Inn, we find Luciola's brothers and sisters and their close friends, bustling around. Everyone is busy with different tasks! MEL and MASTER PAMPANIR are preparing food, with the help of THEA, who activates the stove. DOC and PITO take care of the decorations, while CHLOE and FALA are building some strange homemade bleachers.

Everyone is excited about the upcoming arrival of Inori the puppeteer and her troupe: she has agreed to give a performance in the courtyard beside the Magic Hat.

Just then, Inori's troupe arrives, aboard an airship with shimmering colors. They are warmly welcomed by Pampanir and Mel.

A little later in the afternoon, the public gathers in the courtyard to watch the show.

Behind the scenes, the performers are busy. OZ, the Burmecian musician, tunes his lute, while LEWIS, the jolly pyrotechnician walrus, prepares the visual effects with the help of little fiery creatures he calls "BOMBS."

Thea and Fala lend a hand. The show looks set to be amazing.

Pampanir, the Innkeeper, introduces the show with his usual flamboyance, and announces that delicious cakes will be handed out at the end. He leaves the stage to the children's hurrahs, which fade as the show begins.

The curtain rises, revealing an incredibly crafted stage. INORI, a beautiful young woman with silver hair makes her entrance and begins to tell the story of the heroes who saved the four continents:

“Many years ago, before Queen Garnet watched over Alexandria, a dark genome named Kuja set out to conquer the four continents of GAÏA. He came from another world and had access to unheard-of powers. To accomplish his plan, he created an army of automatons with incredible magical powers: **THE BLACK MAGES**.

Kuja’s armies succeeded in defeating the mighty kingdoms of Lindblum, Burmecia and Cleyra...

But, just when all seemed lost, a group of heroes, led by the young Princess Garnet, arrived! Among them was the great hero ZIDANE and his followers... And with them, a strange ally, a Black Mage different from the rest. A Black Mage with a gentle soul and deep goodness: **THE GREAT MAGE VIVI**.

Among other brave acts, Vivi managed to show the Black Mages that there was an alternative to destruction: Peace and goodness.

Having lost his troops, cornered, Kuja eventually fell to the legendary onslaught of the great Zidane and his friends.

Vivi left us an incredible legacy: his six children!

Six children with incredible powers and kind hearts who are now watching over Alexandria.”

The show ends to loud applause. Mel arrives on stage with a basket full of cakes and is about to start handing them out, when a small, angry gang surges forward.

A gigantic buffalo, who seems to be the gang leader, calls Inori a liar: “Vivi was no hero! All Black Mages are pure evil!” He says he’s from Lindblum and he was there when the Black Mages attacked the city!

Vivi’s children are shocked. Inori try to defend Vivi and the children but the buffalo and his henchmen advance towards the puppeteers. They look very threatening. Inori stands up to them. Luciola hugs Koln to her as if to protect him. She nervously grabs her magical talisman.

Suddenly the buffalo gets a big, magic snowball in the face — thrown by Mel!

“No one speaks ill of our father. You understood, you fat bovine!?” Mel glares at buffalo.



THE BATTLE OF THE INN

Without warning, the buffalo draws his sword and throws himself at Mel. Thea leaps into battle. The buffalo's minions do the same. And, despite Luciola's reluctance, Doc and Fala rush to help their brother and sister. Luciola stays back and holds Koln.

A violent fight ensues. At first, the young Black Mages gain the upper hand with their magic, but they quickly run out of steam and their enemies' fighting experience gives them the edge. Thea and Fala are injured. Running out of magic, Mel finds himself at the mercy of a toad minion. The sword is about to strike him!

Suddenly, Koln heroically leaps up to stop the assailant: "Don't touch my brother, you brute!!!" He leaps on the buffalo, but the latter turns and hits him head-on with his sword. Koln is seriously injured. Mel is in shock. The toad burst out laughing and get ready to strike again.

When suddenly "ENOUGH!!!!" The toad freezes, imprisoned in a gigantic Crystal: Luciola's signature spell.

The buffalo's companions are about to strike back, but Luciola raises her hand, looking menacing, a powerful magical energy concentrates in her palm.... Intimidated, suddenly frightened, the attackers decide to run away as fast as they can, leaving their friend imprisoned in Luciola's crystal.

Thea and Mel scoff as they see them flee, until they realize Koln is lying on the ground, unconscious.





LUCIOLA AND MEL

A little later, Koln is in his room, being treated by Doc. His brothers and sisters are around him. Luciola scolds Mel. This is his fault. He's gotta stop provoking bad people. Panicked, Luciola tells them about her night visions: "One day something bad is going to happen to us! Something really bad!" Unfortunately, Mel doesn't take her seriously. "Those are just nightmares" he laughs. Thea, Fala and Doc don't seem very concerned either.

Luciola leaves the room, really angry.

The next morning, as usual, Koln and Pito arrive at the entrance of the Magic Hat, arms laden with provisions... But when they open the door, a terrifying scene awaits!

The Inn's banquet hall has been turned upside down! Tables and chairs are destroyed and, in the middle of the room, is MEL, imprisoned in a giant crystal. Lifeless.

Koln calls his brothers and sisters who arrive in a flash, except Luciola — no-one can find her. DOC tries to break the spell, but it doesn't work: This isn't normal magic. The children know this spell is Luciola's trademark. They look at one another, baffled.

Finally, Thea speaks: "It must be Luciola".

Fala defends his sister: "Luciola would never do that! Sure, they had an argument but still! There must be another explanation!"

Doc admits the evidence is against her. Koln wonders if he should tell them about Luciola's visit to the strange shop the day before, but fears it will make things worse.

Taking advantage of the commotion, and without saying anything to his brothers and sisters, Koln decides to rush to the store again. The merchant might know something. Chloe and Pito notice Koln slipping away and decide to go with him.

A few minutes later, Inori appears at the Inn. She «discovers» the petrified Mel and explains to Thea, Fala and Doc that she knows someone who can save their brother. There is a very wise woman who lives far from the city: she will be able to prepare a remedy to help Mel. Inori offers to take Thea, Fala and Doc to her to find the woman. With her airship it should only take a couple of days. Thea, Fala and Doc accept: there's no time to lose! Inori asks her companion, Lewis, to stay with Mel. He'll also take care of notifying Koln when he returns.

Thea, Fala and Doc depart aboard Inori's airship.

From this moment our plot (as well as the siblings) will be divided into two distinct arcs.

- The adventures of Koln and his friends (ARC1)
- The journey of Doc, Thea and Fala (ARC2)

These two arcs will run in parallel and eventually join together for the final part of the season.



ARC 1: THE ADVENTURES OF KOLN AND HIS FRIENDS

In Alexandria, Chloe, Koln and Pito try to understand what's happened to Mel and Luciola.

Over the course of their investigations, they will meet Sai, a young knight from the city slums, but – most importantly – they will discover that their misfortunes are tied to an extremely dangerous criminal secret organization: THE GUILD OF THE IRON LADY. Even worse, it turns out that Inori, Oz and Lewis are senior members of that guild and they came to Alexandria to capture the children of Vivi, one by one.

This means that Thea, Fala and Doc are in great danger!

Without a second's hesitation, Koln and his companions will decide to chase Inori's airship to save their friends. A trip that will take them much further than expected...







ARC 2: THE JOURNEY OF DOC, THEA AND FALA

Aboard Inori's Airship, Thea, Fala and Doc fly across the realm to find a cure for Mel. At least that's what they think... In reality, Inori is leading them to the hideout of the Guild of the Iron Lady in order to extract their magical energy.

As they stop in a village to refuel, our heroes come face to face with a troop of merchants, former Burmecian Soldiers. At the sight of the Black Mages, the Burmecians are furious: they still remember the massacre of Burmecia. They are determined to fight their old enemies. The three young Black Mages don't understand why they're so angry and try to reason with them... To no avail.

An airship chase ensues, and, finally, the Burmecian airship blasts down Inori's airship. They manage to make a crash landing, but now their ship is useless... They will have to walk the rest of the way – through a dark forest full of monsters.

After escaping various monsters, the small group arrives in a seemingly peaceful village. But the village actually lies right above the headquarters of the Guild of the Iron Lady. Thea, Fala and Doc are caught in Inori's trap.

IV-THE MAIN CHARACTERS

KOLN & HIS FRIENDS

KOLN, THE BLACK MAGE WITHOUT MAGIC

HARD WORKER, INDECISIVE, COURAGEOUS, COMPANIONABLE, BUMBLING, BIDDABLE, BOUNDLESS ENERGY, POSITIVE

Koln trains tirelessly to develop his magical powers and finally match his siblings, but, so far, to no avail.

His inability to master magic is a big deal for Koln. It sometimes affects his confidence ... After all, what use is a magic-less Mage? Fortunately, these moment of doubt never last long. Koln is very brave and positive and his friends Chloe and Pito are always there to boost his confidence.

Koln inherited Vivi's big heart and courage. There is nothing more important to him than taking care of his family and friends — and it is precisely this big heart that will transform Koln into a true hero.

The moment Koln discovers Mel turned to stone inside the Magic Hat, a fire starts to rage in his heart. There's no way he'll stand by and watch his family suffer. With or without magic, Koln will do everything in his power to save them!

No longer a bumbling little boy, Koln will leave his cozy nest without looking back and save his siblings!





KOLN IN THE STORY

Koln will quickly become the engine of our adventure. He is clearly neither the greatest nor the strongest Mage — he doesn't even have magical powers — but his determination and courage will prove limitless infinite.

In the first part of the story, Koln will categorically refuse to believe that Luciola attacked Mel and will do everything in his power to find and exonerate her.

In the second part, after learning the truth about Inori, it is Koln who will motivate Chloe, Sai and Pito to go rescue his siblings. The funny little boy at the beginning of the series will prove himself to be a real hero.

What Koln (and everyone else) doesn't know: Contrary to popular belief, Koln is not devoid of magical powers. He simply possesses a very different power to the others. Koln cannot cast spells or throw fireballs, but he does have the ability to absorb others' spells (OSMOSIS)! Later, he will even learn to bounce them back!

Koln's special ability fits with his protective character. It only activates when a spell is aimed directly at him. Until now, Koln has never had to fight, which is why his magic has never been unleashed before.

Of course, Koln is going to have a hard time harnessing this very potent power and, unfortunately, he won't be able to trigger it each time he wants. But he will activate it — sometimes in spite of himself — whenever he senses a friend is in real danger.



SAI, THE KNIGHT WITH A SPOON

STREET SMART, FOOD LOVER, BIG MOUTH, BIG HEART, FEARLESS

Sai is a street child who grew up in the slums of Treno. He was found as a baby on the steps of an orphanage, nestled in a gigantic wooden spoon. Sai doesn't know anything about his past but, as he grew up, he showed two great talents: cooking and fighting. The young Sai uses his giant spoon as a formidable weapon. His inexhaustible energy and incredible reflexes have forged him a solid reputation in the suburbs of Alexandria: he earned the nickname of "the knight with a spoon".

Since Sai was found on a spoon, he began to study cooking, thinking that his roots might be tied to food. He hopes that if he cooks and travels the world, one day he may find out where he was born.

Sai's absolute dream is to travel the world and note down the recipes of each kingdom. In order to earn enough to finance this trip, Sai works for Alexandria's underworld. Even though he sometimes does illegal things, Sai has a great code of honor and a great heart. He would never harm the weak – in fact, he's always there to protect them.

SAI IN THE STORY

As our story begins, Sai is 14. He quickly warms to Koln and will become his friend and protector. Sai will establish himself as the protector of the group. He won't let anyone hurt his friends.

Over the course of the journey, Sai will insist on tasting any appetizing dish they come across and won't miss a chance to collect the recipes.

Sai's little secret: Sai won't admit it to anyone but, since they met, he has had a little crush on Chloe.





CHLOE, THE FIERY INVENTOR

BRILLIANT, CREATIVE, SUSPICIOUS, TENACIOUS

Chloe grew up in Alexandria in the Edgecry Coast district and has loved science and inventions since she was a child.

Since forever, Chloe has got used to being underestimated by the big-city scientists who think science and engineering are a man's job. She's got used to asserting herself and has developed a very strong character. Highly suspicious by nature, Chloe doesn't trust anyone — except her friends the Black Mages and Pito.

Chloe spends all her time tinkering in her workshop, creating incredible inventions, like her infernal cup-and-ball game or her Chocobo robot, which she simply calls "Chocobot."

Chloe dreams of becoming the greatest inventor of the four kingdoms. She believes science can be just as useful and effective as magic — and decides to help Koln by concocting some improbable gadgets for him.

CHLOE IN THE STORY

Over the course of the series, Chloe will have to learn to trust in order to move forward. At first very suspicious about Sai, she will learn to appreciate him and become his close ally.

PITO, THE HIPPO MUSICIAN

SHY - PEACEFUL - MUSIC LOVER - FEARFUL

The first time you meet Pito, you're immediately struck by his massive build. He comes from a family of powerful hippos. His father and siblings are hardy dockers who work at the airship port.

But Pito has inherited his mom's gentle nature: he hates conflict, loathes violence, and is, in fact, a real coward, in stark contrast to his colossal physique.

The young hippo is in no hurry to help his father on the docks, he prefers to play music, dance and daydream. Pito has a gift for music – give him a bucket with holes in or some old pipes and he can play a beautiful symphony.

Pito's two best friends are Chloe and Koln. He likes their kindness and gentle, calm characters. He enjoys playing music while Chloe tinkers and Koln invents unlikely dance moves.

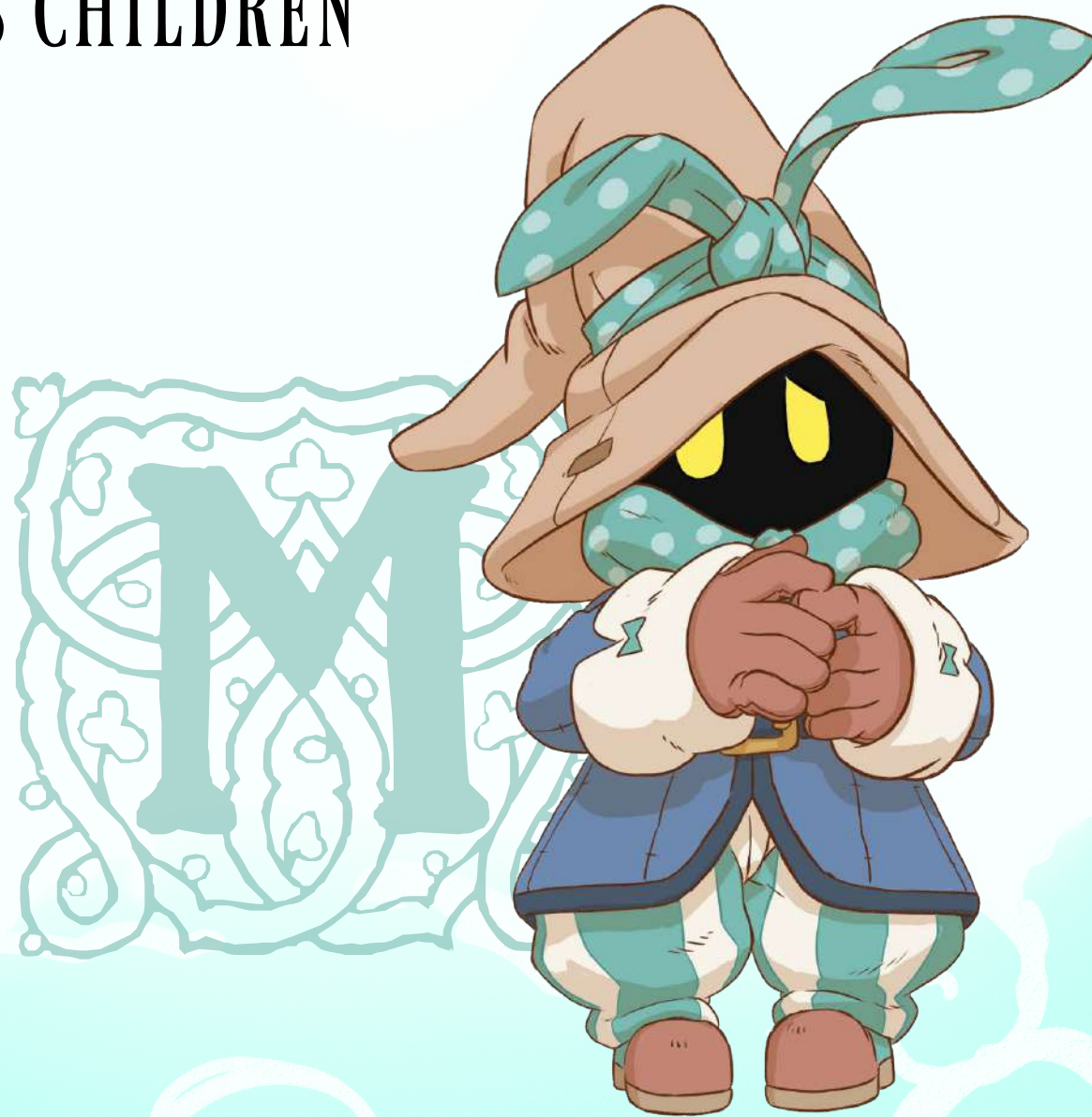
PITO IN THE STORY

Clearly, Pito is neither a great warrior, nor a great hero. Nevertheless, during our adventure, the hippo will have to learn to overcome his fears.



THE MAIN CHARACTERS

VIVI'S CHILDREN



MEL, THE FUNNY CHEF

SPOILED, PRANKSTER, BRAVE

Mel never misses a chance to tease his friends and siblings.

His real passion is cooking. He uses his magic to cook up great food at the Magic Hat, where he works as chef. His delicious meals are famous across the city, capable of making even the most taciturn workers crack a smile.

MEL IN THE STORY

Mel is the unfortunate first victim of INORI's curse. But just as Inori is about to drain the last dregs of life from his body, Mel will be saved in the nick of time by Luciola's petrification spell.

MEL'S MAGIC

Mel has a special talent for controlling fluids and using water spells (WATER), but he also enjoys using his magic for cooking: fire spells for grilling (BLAZE) and ice spells to make delicious sorbets (BLIZZARD). Obviously, when he uses these two spells for cooking, he takes care with the doses...

LUCIOLA, THE BIG SISTER

IMAGINATIVE, OVERTHINKER, PESSIMISTIC, CAUTIOUS, AFFECTIONATE

Luciola is very different to her siblings. She is much more cautious — because her powers of divination sometimes force her to see terrible events in her sleep. She often dreams of a huge army of dark creatures ravaging Alexandria and her siblings lying on the ground, lifeless.

Aware that great danger is coming, Luciola has sworn to protect her brothers and sisters at all costs... Even if that means digging into dark and forbidden magic. For the past few months, she's been in contact with an underground magic items dealer from the Alexandria slums. She's willing to do anything to protect her family.

Luciola's pessimistic nature contrasts with the ultra-positive outlook of her siblings.

Sometimes, Luciola affectionately lectures her siblings about their carelessness. These scoldings don't always go down well with the more happy-go-lucky Mel and Thea.

LUCIOLA IN THE STORY

Luciola was concerned about Inori from the start and it is she who will first discover Inori's true colors. Unfortunately, she won't be able to stop her, and Inori will steal most of her magical energy. After freezing her brother Mel to save him from death, Luciola will be forced to flee using a Teleport Stone to save herself.

When she returns to Alexandria, she will tell Koln the truth about what happened and decide to accompany him, despite her weakness, to save her siblings.

LUCIOLA'S MAGIC

Apart from her ability to perceive, from time to time, fragments of the future in her sleep, Luciola is also an expert in enemy-restraining spells like «STOP,» «SLOW,» and «SLEEP.» Her favorite spell is «BREAK,» which turns her ennemy into stone.





THEA, THE FEARLESS ONE

STRONG, STRAIGHTFORWARD, RIGHTEOUS, FEARLESS, ASSERTIVE

Thea is passionate about epic tales, novels, plays... She dreams of living incredible adventures, just like her father in his time. Unlike her siblings, Thea is dying to quit the walls of Alexandria and discover the world... Unfortunately, she gets particularly travel sick in airships ...

Thea lives her life like a heroine in a novel: she has a great code of honor and is never afraid to speak out or to support just causes. She never cares about the consequences of her outbursts — which can sometimes get her into trouble.

THEA IN THE STORY

Thea is the first to suggest they set off to find the remedy for Mel. Obviously, her main goal is to save her brother, but she also sees the mission as the romantic adventure she has always longed for. Once confronted with real danger, Thea will soon understand that there's a difference between books and reality and that real adventures also mean suffering, fear and sacrifice... During the adventure, Thea will learn to be more careful and less hot-headed.

THEA'S MAGIC

Thea likes spectacular magic. She's a big fan of pyrotechnic spells like "FIRE" or "FIRA."

DOC, THE ERUDITE

ERUDITE, THEORETICAL, BRILLIANT, ANNOYING, WISE, KNOWLEDGEABLE, EARNEST, INFLEXIBLE

Doc's real name is KURU, but everyone calls him Doc because of his habit of helping and caring for people in his neighborhood. Even his siblings have taken to calling him Doc and usually only call him Kuru when they're mad at him. Doc is clearly the brightest of the family — as he likes to remind his siblings.

A committed bookworm, he spends most of his time studying, happily reading endless piles of books.

Doc loves all that is classified, organized, and planned. He hates surprises and has a phobia of insects, whose behavior he finds chaotic and unpredictable.

DOC IN THE STORY

Unsurprisingly, Doc isn't keen to go on an adventure. But, he is willing to sacrifice himself to save his brother

During the journey, Doc will be forced to open up to the world and the unexpected. He will learn that, in life, things don't work out like a textbook and all aspects can't be controlled.

His scientific curiosity for the many plants and creatures he will discover on the journey will even eventually bring him round.

DOC'S MAGIC

Doc's primary skill is healing potions and remedies but, so far, he's only treated minor cuts and colds. Nonetheless, Doc has also secretly developed offensive magic, in case he or his family ever find themselves in danger. He is able to cast the "POISON" spell and also the powerful spell «DRAIN,» which sucks the life out of an opponent.



FALA, THE HANDYMAN

CALM, QUIET, STEADY, CREATIVE

What characterizes Fala, apart from his great creativity, is his big-heartedness. He's one of the most popular faces in his neighborhood because he spends all his time helping people: repairing broken objects or vehicles, making little gadgets to improve everyday life...

Fala loves his life and routine. He loves being appreciated by everyone.

But, whether with neighbors or siblings, Fala doesn't know how to say no. His big heart pushes him to please everyone and this sometimes gets him into uncomfortable situations. He also has trouble taking sides in family arguments and hates it when his brothers and sisters fight.

Of all the siblings, Fala is probably the one who cares the most about their little cocoon. He loves his routine, his neighborhood, his life, and absolutely wants everything to stay just as it is.

FALA IN THE STORY

Without a doubt, it's Fala who's most unsettled by Mel's misfortune. When he sees Mel frozen, his world crumbles... Why?

Who would want to hurt his brother? Is it someone from the neighborhood? Is it Luciola?

It's this violent shock that will cause Fala to question Inori's intentions on their journey to the Ice Cave. Unfortunately, Doc and Thea, used to gently rebuffing their brother, won't heed his warnings.

Which means Fala will have to learn to stand up for himself and impose his opinions, even if it means upsetting his brothers and sisters.

FALA'S MAGIC

Fala's favorite magic is related to lightning, which he considers incredibly useful energy when you know how to channel it. Fala has never used lightning other than as a source of energy for his inventions but, if pushed, he is able to cast spells like "THUNDER".



V-THE SECONDARY CHARACTERS

INORI'S TROOP

INORI, THE PUPPETEER

When we first meet Inori, she presents herself as the leader of a troupe of acrobats roaming the kingdoms aboard their airship-theater. She is all smiles and kindness, but this is just an act! This cover allows her to approach Vivi's children and gain their trust.

Inori is actually one of the most dangerous members of the terrifying Guild of the Iron Lady.

As the story unfolds, Inori will carry out her plan, methodically capturing the children one by one. The only flaw in her plan is her contempt for Koln, whom she dismisses as magic-less and therefore defenseless.

Inori will stop at nothing to put her plan into action: cunning, manipulation, violence... Nothing will stop this cold and relentless fighter from bringing Vivi's children back to her mentor, the Iron Lady.



INORI'S BACKSTORY

Like the evil Kuja, Inori is a genome. She was actually the first genome prototype built, but she was discarded due to defects – she was considered too soft.

After the defeat of Kuja, Inori was abandoned in the desert. Left alone like a lost child.

Because she is a genome (you can tell by her tail), she was rejected by many people. Some, because of the hatred they felt for Kuja, others, simply out of fear... She spent years begging, fighting for survival, almost giving up... until an old woman with a kind face offered to help her. It was Professor Gustav aka the Iron Lady.

The professor adopted Inori and took her under her wing. She raised her like a daughter and ended up making her one of the most eminent members of her organization.

Gustav has always told Inori that she dreams of creating a better world and that all the misdeeds of her guild are only collateral damage in her quest to accomplish this goal. Inori's belief in Professor Gustav is unwavering and absolute.

INORI IN THE SERIES

As the series unfolds, we will get to know Inori. Appearing first as a sympathetic mountebank, then a Machiavellian witch, we will gradually understand that she is a genome and, more importantly, that she is manipulated by the Iron Lady. The viewer will realize that Inori, however ruthless, is not in control of her own destiny.





OZ, THE DARK MINSTREL

Oz is a former dragon knight from Burmecia who survived the massacre of his kingdom by Kuja and the Black Mages. But his family and friends weren't so lucky.

Broken and disillusioned, Oz decided to put his fighting skills into the service of the shady Guild of the Iron Lady. He hates Black Mages more than anything in the world, which is why he happily agreed to help Inori eliminate the last six Black Mages on Gaia.

Oz is known as the dark minstrel, because he owns a magical lute capable of generating powerful waves of energy. His deadly melodies can both immobilize and blast enemies.

LEWIS, THE PYROMANIAC WALRUS

Lewis is one of the most dangerous members of the Iron Lady Guild. At first glance, Lewis seems extremely outgoing and jovial, but he's actually psychotic, capable of killing without hesitation.

Lewis is a Beastmaster specialized in taming bombs. He captures them in the wild and then trains them to obey him. In combat, Lewis sends his bombs to explode against his enemies. His favorite monster is a grenade which he calls Pomegranata. Pomegranata uses its cannon to attack enemies during combat and to make fireworks during shows.

Lewis prefers to let his creatures fight for him – without them he is quickly revealed as a coward.

Unlike Oz, who has personal reasons for accepting the mission – to wreak revenge on the Black Mages – Lewis is only in it for the money and the pleasure of burning things... or people.





PROFESSOR GUSTAV, THE IRON LADY

Professor Gustav is a brilliant scientist. Fascinated by the Black Mages' destruction of Lindblum, she decided to devote her life to understanding the Black Mages and, then, to using their destructive power.

Obsessed with her research, Gustav began to use shady means to obtain relics relating to Kuja. To fund her research, Gustav offered her talents to the service of the highest bidders: the Guild of the Iron Lady was born.

Years of research led Gustav to find machines related to Kuja, advancing her technological understanding, and allowing her to create new machines. Underneath the village of DALI she discovered an abandoned factory for creating Black Mages. Discreetly, the Guild took possession of the village to make it their headquarters.

From that day on, Professor Gustav was obsessed with only one thing: creating her own army of Black Mages.

It was during one of her travels in search of Kuja's relics that Professor Gustav found a lost young genome named Inori. She took Inori under her wing and treated her like a daughter.

Gustav swore to Inori that one day she'd help her free the souls of the Terrans from their prison. Inori promised to work for Gustav. She became one of the key members of the Iron Lady Guild, bringing success and fortune to her supposed benefactor.

Meanwhile, the Iron Lady's research on the Black Mages continued, unsuccessfully, in Dali's basements... Without MIST or the energy of the Black Mages, it was impossible for Gustav to create her own creatures. Especially since all of the Black Mages had now gone from GAÏA. All, except Vivi's children.

The day Professor Gustav found out about Vivi's children, she ordered Inori to bring them to her, claiming they were the key to freeing Terra. The truth is that Gustav intends to use them to give life to her own Black Mages – including the most dangerous of all: THE BLACK WALTZES.

VI - THE MAIN LOCATIONS

ALEXANDRIA

Alexandria is the capital of the kingdom of the same name. Alexandria is a gigantic and friendly city, ruled by the popular Queen Garnet, who saved the kingdom, 10 years ago, with her friends Zidane and Vivi.

EDGECRY COAST & THE MAGIC HAT

Vivi's children grew up in Edgecry Coast. It's a cozy, cosmopolitan district where all the species of Gaia mingle. It was Prince Puck himself who asked his dear friend Pampanir to settle the siblings in this open-minded, friendly neighborhood because he knew it would be the perfect place for them to grow up in peace.

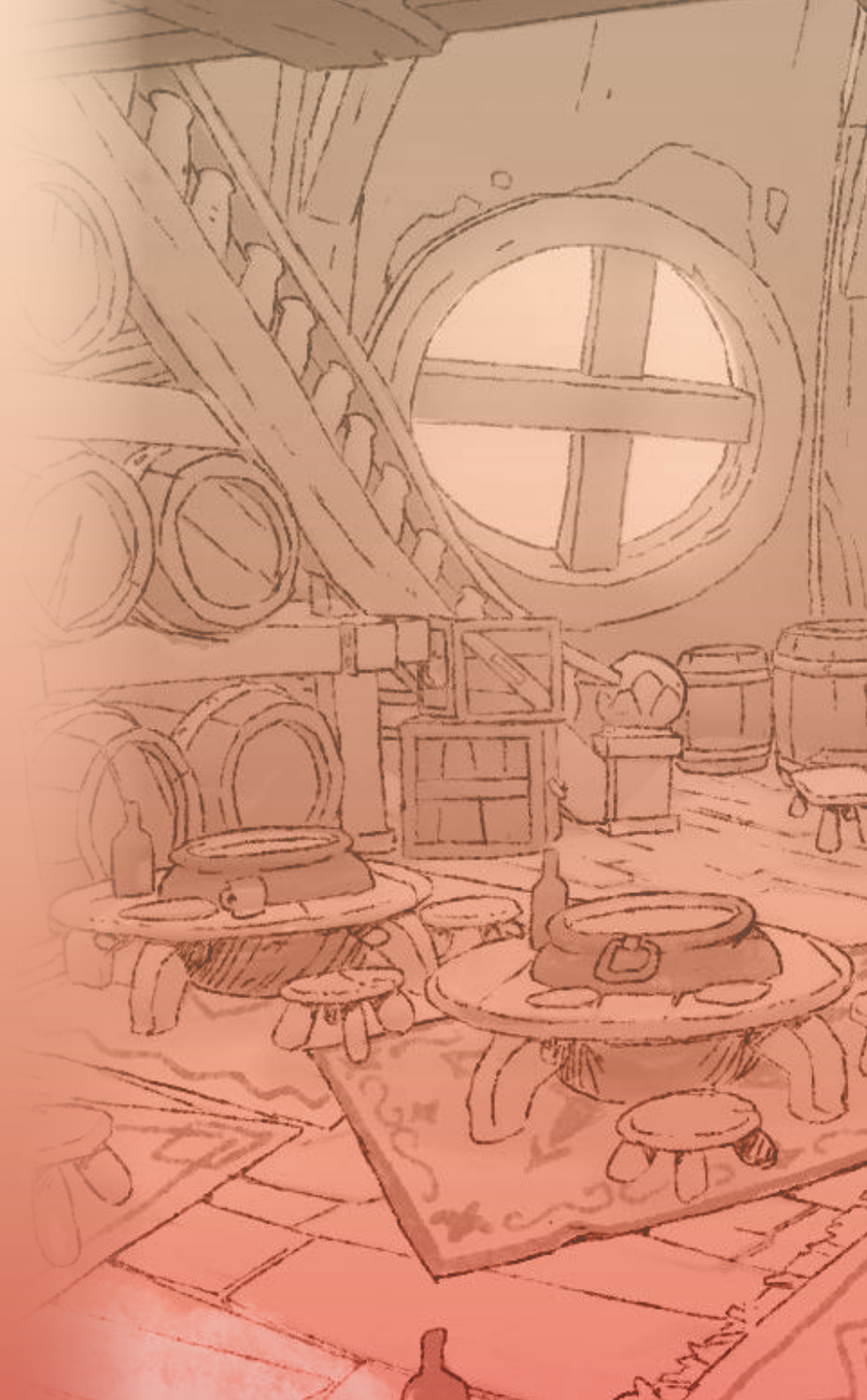
In the heart of this district is the Magic Hat tavern, owned by Master Pampanir. Used to large families, Master Pampanir quickly took Vivi's children under his wing. And the Magic Hat became their refuge and meeting spot.

The presence of the siblings and Mel's incredible cooking have made the Inn famous throughout the city... and Pampanir is certainly not complaining.

ALEXANDRIA SLUMS

This is the neighborhood where Chloe, Koln and Pito will go in search of the Buffalo and his acolytes.

This neighborhood is a much darker place than Edgecry Coast, controlled by the underworld and the gambling mafia. With thieves, assassins and traffickers, the setting is a far cry from peaceful Edgecry Coast. In the slums, danger lurks at every corner, especially when you are, like Koln, a naive and helpless little Black Mage.



THE CURSED FOREST

The Cursed Forest is a vast, dense forest that separates the capital, Alexandria, from the rest of the kingdom. This forest owes its name to a curse that was cast 10 years ago, changing half of the area to stone.

It is inhabited by terrifying monsters and wise travelers prefer to fly over on airship rather than cross it on foot.

DALI VILLAGE

Dali looks like a charming little village, but it is actually the lair of the Guild of the Iron Lady. Hidden underneath the village, you will find the laboratory of Professor Gustav as well as all her terrifying experiments.

Gustav's hideout is a real maze, and our heroes won't be able to find their friends without running into some of the most dangerous members of the guild.

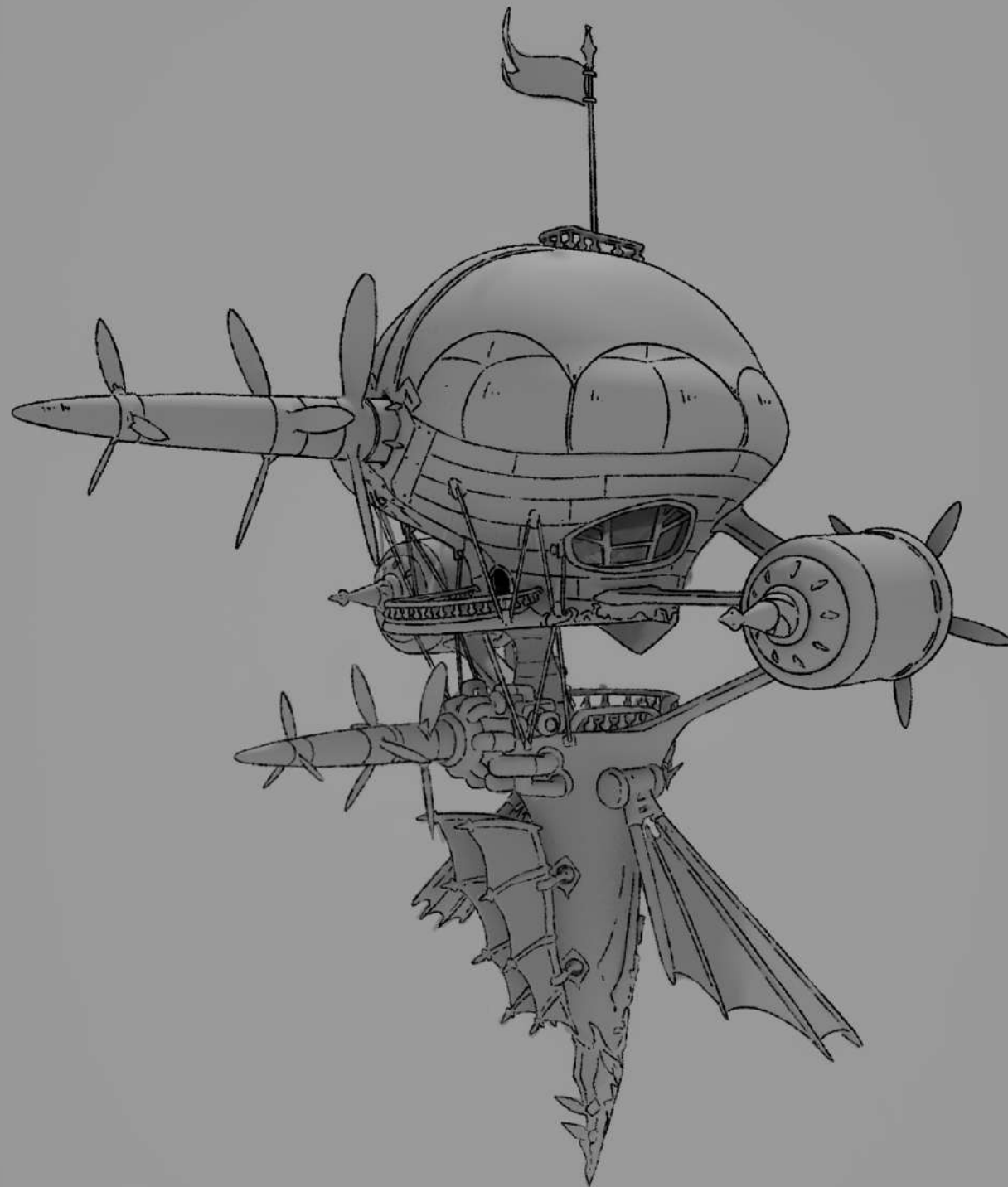




THE TAVERN-EXTERIOR



THE TAVERN-INTERIOR



THE AIRSHIP



THE AIRSHIP-INTERIOR

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